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Vicovaro (City)

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Witcher TTRPG Homebrew Collection

“A charming city, with people even more so. It is true that it does not have the same excitement as Novigrad. And that in summer it becomes unbearable, but I would not trade for anything in the world the arguments I used to have with a neighbor about whether the honey was local or being falsified and brought in from Daerlan, just so that a bunch of starving thugs in Novigrad could mug me near the harbor after I walked out drunk from a tavern of questionable hygiene and legality.” — Putnam Pitch, Griffin School witcher and resident of Vicovaro (1328–1350)

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Vicovaro City at a Glance

Region Details	
Status	Capital City of the Duchy of Vicovaro
Location	Built upon ten low hills beside the Vitta River (a tributary of the Alba River)
Districts	Divided by three concentric walls (Old, Middle, New Wall)
Law Enforcement	The Ducal Guard (divided into the Old Guard, Veteran Guard, and New Guard)
Language	Vicovarian Nilfgaardian, Northern Common
Religion	The Cult of the Great Sun (with quiet tolerance for heavily taxed secret cults)
Primary Industries	Riverine commerce, medical academia, gnomish engineering, and luxury agriculture

The Layout & Architecture

Geography & The Three Walls

The city is a massive, semi-quadrangular metropolis covering 40 square kilometers. It is completely unprotected by walls along the river port, relying on

the water as a natural barrier. The city expands outward in three distinct rings: the **Old Wall** (ancient estates and the Ducal Palace), the **Middle Wall** (civic buildings and the *Gweison Haul* academy), and the **New Wall** (newer academic and prison districts).

Imperial Architecture & Harmonization

Governed by the "Law of Urban Landscape Beauty," Vicovaro is impeccably clean and visually unified. Buildings are constructed from *Opus Caementicium Nigrum* (dark imperial concrete) that holds warmth in winter. Roofs feature pale terracotta or dusty grey tiles, creating a striking contrast against the black walls. Typical homes have four levels: a basement, an open-courtyard first floor, a second-floor sleeping area, and a vaulted attic.

The Naming of Districts

Vicovaro follows a rigid, poetic naming logic for its districts:

- **Objects:** State and government (e.g., *District of Papers*)
- **Positive Adjectives:** Education (e.g., *District of the Brave, District of Calm*)
- **Emotional States:** Residential zones (e.g., *District of the Admired* for elites, *District of the Content* for bourgeoisie, *District of the Lovers* for the middle class)
- **Actions:** Commerce (e.g., *District of Negotiation, District of Crafting*)
- **Colors:** Less decorous or criminal activities
- **Natural Phenomena:** Entertainment (e.g., *District of the Clouds*)

The Feral Zones

Due to its massive size, Vicovaro hosts thousands of semi-feral dogs, cats, ferrets, and silver foxes. These animals naturally control pests and have effectively partitioned the city into informal "zones" dominated by specific species, which act as minor tourist attractions.

Economy, Law & Society

A Slow, Cultured Pace

Despite being a bustling metropolis of nearly 200,000 people, the city lacks the frantic urgency of Novigrad. Vicovarians value doing things properly over doing

them quickly. There is a high degree of social trust; merchants often allow trusted locals to leave without paying immediately, expecting future reciprocation or word-of-mouth recommendations.

The Beautifiers

Cleanliness is treated with near-religious reverence. A highly lucrative, albeit low-prestige, profession known as "Beautifiers" sweeps the streets of animal waste, which is then transported to the outskirts and sold to the sprawling agricultural grid-plantations as fertilizer.

The Sunday Slave Market

Operating strictly on Sundays from 10:00 a.m. to 2:00 p.m., the city hosts a regulated slave market. While quietly disapproved of by some civic circles, it persists due to pressure from noble landowners requiring cheap labor for the agricultural estates.

Religious Nuance

While the Cult of the Great Sun is absolute, Vicovarian authorities turn a blind eye to ancient, non-sanctioned faiths—provided their hidden temples pay an unofficial "tax" to the ducal treasury. Conversely, locals highly distrust officially sanctioned, zealous Nilfgaardian sects like the *Illuminated Sun*, viewing their missionary fervor as disruptive and crude.

Regional Bestiary & Plot Hooks

While the city itself is highly civilized, the political underbelly and the massive sewer networks provide plenty of danger.

- **The Sewers & The Vitta River:** The advanced underground sewage system discharges directly beneath the riverside port, creating a fertile breeding ground for Zeugls, Drowners, and semi-aquatic Ekhidnas that feed on urban refuse.
- **The Dagon Cultists:** Hidden among the political prisoners of the New Wall are radical mages who worship ancient, aquatic entities. They operate in the shadows, coordinating terrorist attacks against imperial figures.
- **Necromancers of the Academy:** The Medical Academy houses brilliant

minds, but some value corpses over the living. Rogue Nilfgaardian aristocrats have been known to infiltrate the academy, utilizing its anatomical resources to quietly raise undead soldiers for political coups.

Campaign Hooks

- **The Cat of the Clouds:** An Ofieri merchant was murdered in the entertainment *District of the Clouds*. The Old Guard claims it was a vampire, but local rumors suggest the merchant insulted a highly respected local artisan. The party is hired by the merchant's daughter to find the truth.
- **The Secrets of the Sea:** Yamina Aibnat Huda, an exotic goods merchant, hires the party to venture into the city's vast sewer system. She needs them to recover a stolen shipment of Melukkan spices that was dragged underground by something massive and tentacled.
- **The Beautifier's Ransom:** A prominent beautifier guild leader has gone missing. Because their work is vital to the city's sanitation and the agricultural estates' fertilizer supply, the streets are beginning to reek. The party must navigate the cutthroat, lucrative politics of the city's waste-management syndicates.

Items Native to the Region

The markets of the District of Negotiation are filled with exotic fruits, foreign spices, and master-crafted gnomish steel.

Weaponry

Vicovarian Gnomish Longsword (Steel)

"Long before Novigrad became the center of the North's technological progress, the Gnomish Invention Factory of Vicovaro was pioneering metallurgy. These blades are incredibly light, perfectly balanced, and completely resistant to the humid river air."

- **Type:** P/S
- **WA:** +2
- **Availability:** Rare (Elven Nobility/Spies)
- **Damage (DMG):** 2d6+2

- **Reliability (Rel):** 10
- **Hands Required:** 1
- **Range (RNG):** N/A
- **Effect: Armor Piercing, Non-Metallic.** (Cannot be detected by lodestones or standard weapon-checks).
- **Concealment (Conc):** S
- **Enhancements (EN):** 1
- **Weight:** 0.5 kg
- **Cost:** 450 Crowns

Currency & Trade Goods

The "Moon" Coin (Currency)

"Vicovaro utilizes a highly specific internal economy. While foreign traders use Nilfgaardian Florens, locals deal in 'Suns' (gold-copper) and 'Moons' (a white-grey alloy of gold, nickel, and silver). Moons are used for fractional payments, ensuring that not a single sliver of value is lost in a transaction."

Effect: While functionally equivalent to standard Crowns in value, carrying Vicovarian Moon and Sun coins grants a +1 bonus to Bargain checks within the city, as merchants appreciate locals who respect the complex regional currency.

Short-Haired Llama Wool Cloak (Apparel)

"Woven from the wool of the domesticated mountain llamas that serve as the city's primary pack animals. It lacks the fine softness of Ymlacian sheep wool, but it is incredibly durable, water-resistant, and perfectly suited to the damp, cold winters of the Alba Basin."

- **Effect:** Grants a +2 bonus to Endurance checks made to resist the effects of extreme cold and damp weather.
- **Weight:** 1 kg
- **Cost:** 60 Crowns

Activity: The Academy Outbreak

A prestigious center of healing has become the epicenter of a deadly, rapid-

spreading plague. **The Loop:** Medical Triage and Urban Quarantine.

- **The Activity:** The Vicovaro Medical Academy in the New Wall district has been locked down due to an outbreak of a weaponized, aggressive strain of Hepatitis. The players must navigate the quarantined district, balancing combat with infected, delirious patients and utilizing alchemy to synthesize a cure from the local flora.
- **The Hook:** A wealthy noble in the *District of the Admired* has a child trapped inside the Medical Academy. They offer the party a small fortune in "Sun" coins and Imperial Florens to bypass the Veteran Guard's quarantine line, infiltrate the academy, and extract the student before the sickness—or the panicking medical staff—claims them.

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